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·TOP·SECRET·TIPS·

— SUPER MARIO BROS.® —

Hit the flagpole when the timer ends in 1, 3, or 6 and you will get fireworks for extra points.

1

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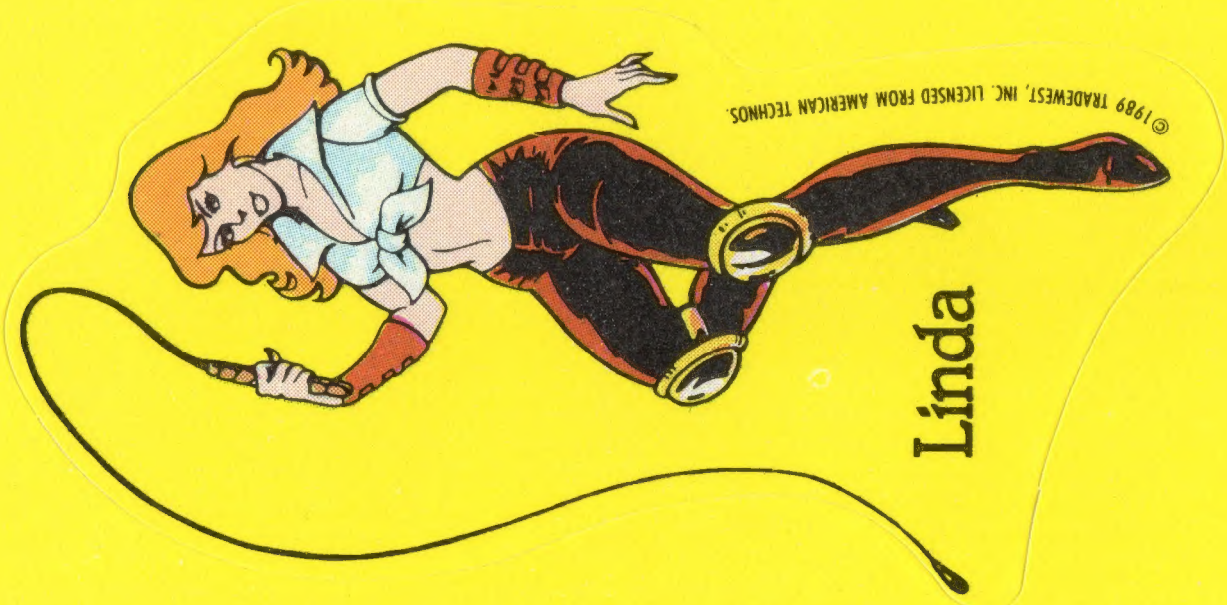
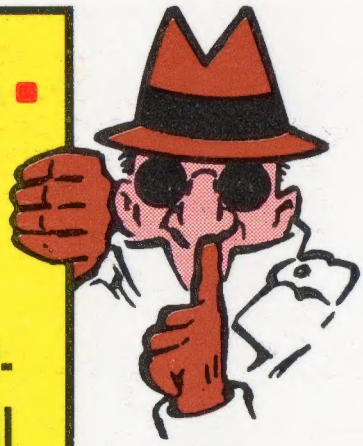


·TOP·SECRET·TIPS·



— *THE LEGEND OF ZELDA*® —

Some of the labyrinths in ZELDA have hidden doors. Press the middle of each wall and you may find one.

2

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·TOP·SECRET·TIPS·

— PUNCH-OUT!!® —

Between rounds, press the Select Button rapidly to recover lost energy.

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SUPER MARIO BROS.™2

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TOP·SECRET·TIPS·

— DOUBLE DRAGON —

Since you are dealing with a variety of enemies, kicks and punches should be thrown in different combinations.

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The Legend of ZELDA®

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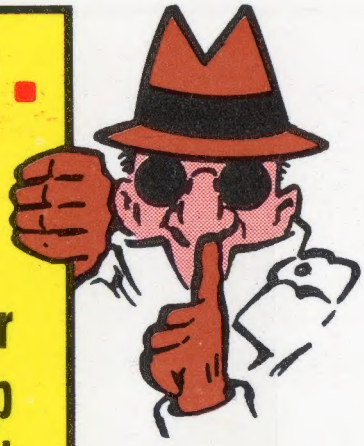
·TOP·SECRET·TIPS·



— SUPER MARIO BROTHERS 2™ —

After you've gathered up a certain number of cherries, a star will appear. Picking up the star makes you invincible (For a short time).

5

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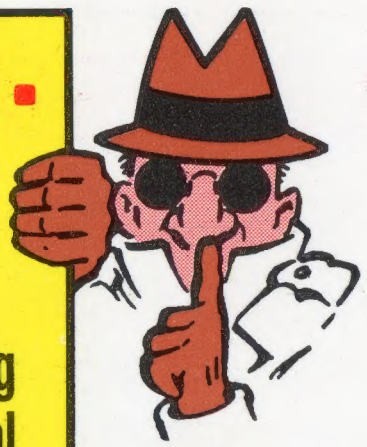
·TOP·SECRET·TIPS·

— ZELDA II:™ THE ADVENTURE OF LINK™ —

Patience is a virtue! Prolong your playing time by discovering the best way to deal with your foes and learning your way around the screens.



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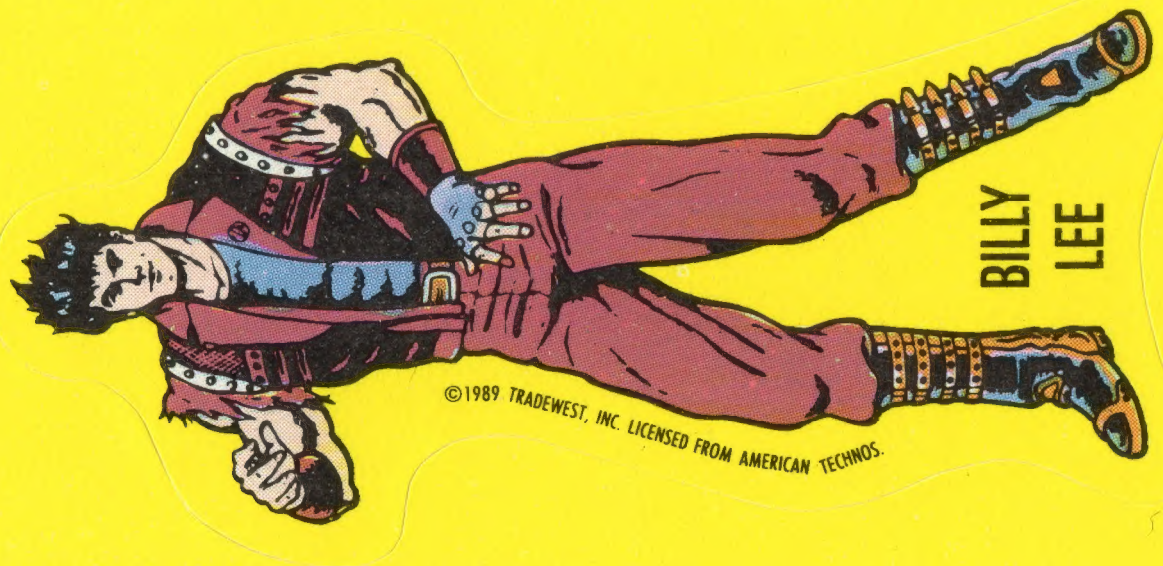
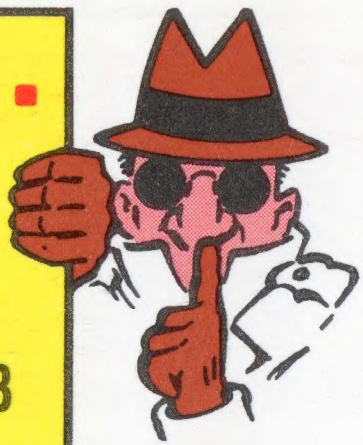


·TOP·SECRET·TIPS·



— SUPER MARIO BROS.® —

To make Mario jump extra high, hold the B button down while you run and jump.

7

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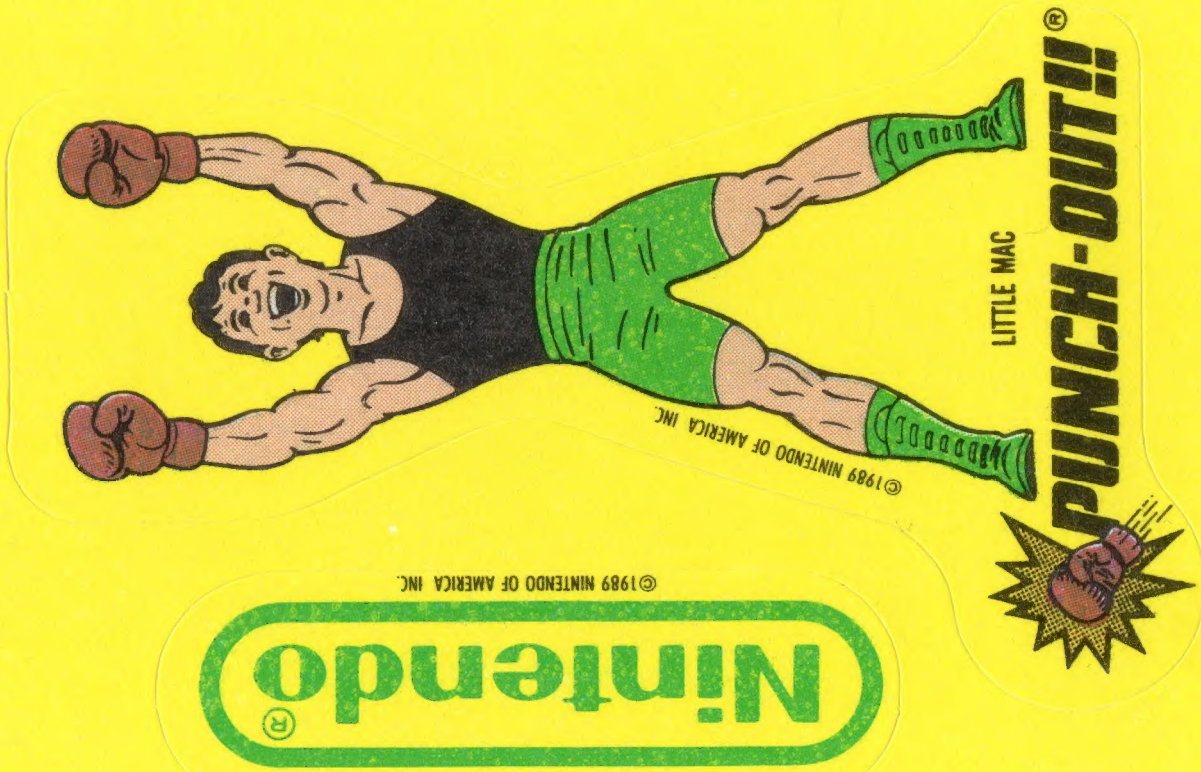
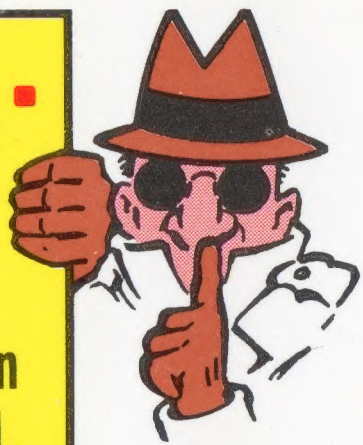


·TOP·SECRET·TIPS·



— SUPER MARIO BROS. 2™ —

The way to defeat Birdo is to first, jump on the eggs he shoots at you, and second, pick them up and hurl them back at him.

33

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•TOP•SECRET•TIPS•

— PUNCH-OUT!!® —

King Hippo has a real weak stomach Punch repeatedly at his face and he will try to guard it. Then, land many blows to his big belly.

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· TOP · SECRET · TIPS ·

— DOUBLE DRAGON —

Mission 1: instead of fighting the third opponent, simply push him off the conveyor belt.

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• TOP • SECRET • TIPS •

— SUPER MARIO BROS. 2 ™ —

Pull up five large vegetables and you earn a stopwatch that freezes all the action on the screen for a few moments.

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· TOP · SECRET · TIPS ·

— ZELDA II: THE ADVENTURE™ OF LINK™ —

When you defeat a Bot (or a Bit, his red cousin) you win two points. Touch the items they leave with your sword and pick them up.

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HIT ME WITH YOUR BEST SHOT!

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• TOP • SECRET • TIPS •

— SUPER MARIO BROS.® —

Even if it says "Game Over" you can hold A and press Start. You'll continue on Level 1 of the last world you were on.

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TOP SECRET TIPS

— THE LEGEND OF ZELDA® —

Cemetery: use your White Sword to hit a Ghini four times. Touching each of the graves will turn them into Ghini; then hit the original Ghini again & they'll disappear and leave gifts.

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PUNCH-OUT!!®

KING HIPPO
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GREAT TIGER
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PISTON HONDA
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BALD BULL
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· TOP · SECRET · TIPS ·

— PUNCH-OUT!!® —

Bald Bull charges with the power of a locomotive. Wait until his third jump and then clobber him with a body blow

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·TOP·SECRET·TIPS·

— DOUBLE DRAGON —

As Mission 2 draws to a close, go back down ladders you've already ascended. At least one foe will vanish.

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LINK LINK LINK LINK LINK

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TOP SECRET TIPS

— SUPER MARIO BROS. 2 ™ —

Whenever you pick up a key, Phantos will relentlessly pursue you; when you drop it, he departs. Pick up the key continually and keep throwing it down till he's gone for good.

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· TOP · SECRET · TIPS ·

— ZELDA II:™ THE ADVENTURE OF LINK ™ —

Upon entering the villages in Hyrule, you should talk to everyone you meet. Get close to them and press A.

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· TOP · SECRET · TIPS ·

— SUPER MARIO BROS.® —

In every world, within invisible blocks, one extra life is concealed (possibly more). Keep your eyes peeled!

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PUNCH-OUT!!®

MR. SANDMAN
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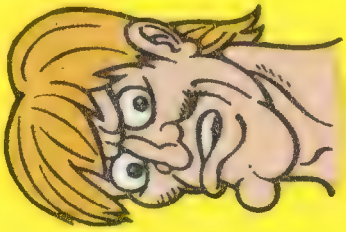

GLASS JOE
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DON FLAMENCO
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VON KAISER
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·TOP·SECRET·TIPS·

— THE LEGEND OF ZELDA® —

A Dodongo can be defeated with two bombs, one set in front of the other. The 1st he will eat; the 2nd will go off and stun him. While he is stunned, defeat him with your sword and you'll win 4 bombs.

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· TOP · SECRET · TIPS ·

— PUNCH-OUT!!® —

Sometimes a star appears above your antagonist's head after you hit him. When this happens, give him a fast uppercut by pressing the Start button.

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• TOP • SECRET • TIPS •

— DOUBLE DRAGON —

In Mission 3, after you've reached the deep woods, grab members of the gang and toss them over your shoulder.

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CHEEP CHEEP

BULLET BILL

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BOWSER

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· TOP · SECRET · TIPS ·

— SUPER MARIO BROS. 2 ™ —

There is a good deal of quicksand in World Two (notice that the grains move in a wave motion). Keep jumping and you won't get sucked under!

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· TOP · SECRET · TIPS ·

— ZELDA II: THE ADVENTURE OF LINK™ —

It's always risky business entering caves. Be on high alert for a sinister bat named Ache!

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•TOP•SECRET•TIPS•

— SUPER MARIO BROS.® —

If you're Super or Fiery Mario, a nifty way to bypass dangerous enemies is to let them hit you! For a brief time you'll be invincible and can slip by.

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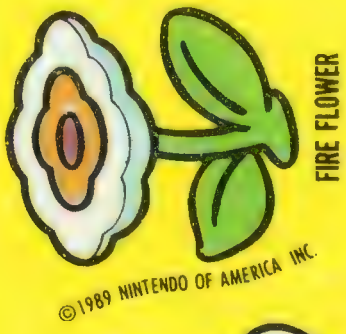
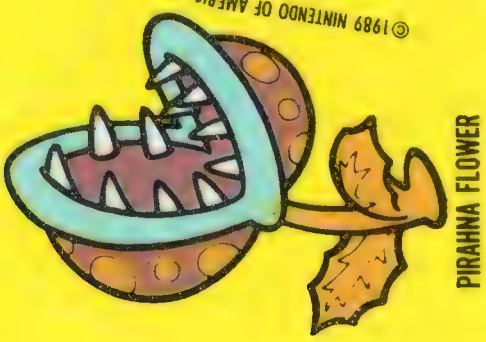
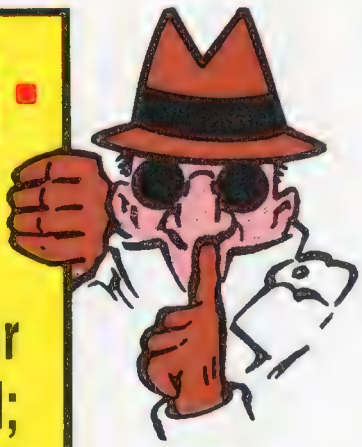




·TOP·SECRET·TIPS·



— THE LEGEND OF ZELDA® —

Blow your whistle if a bubble takes your sword away. It will stop play for a second; when the game resumes, your sword will be back (First quest only).

26

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· TOP · SECRET · TIPS ·

— PUNCH-OUT!! ® —

Listen closely to what the fighters say to one another before the actual fight. They reveal valuable clues to help you win!

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TOP SECRET TIPS

— DOUBLE DRAGON —

Enemies of all sorts lurk in the woods. Many are martial arts experts, and several carry knives. Beware!

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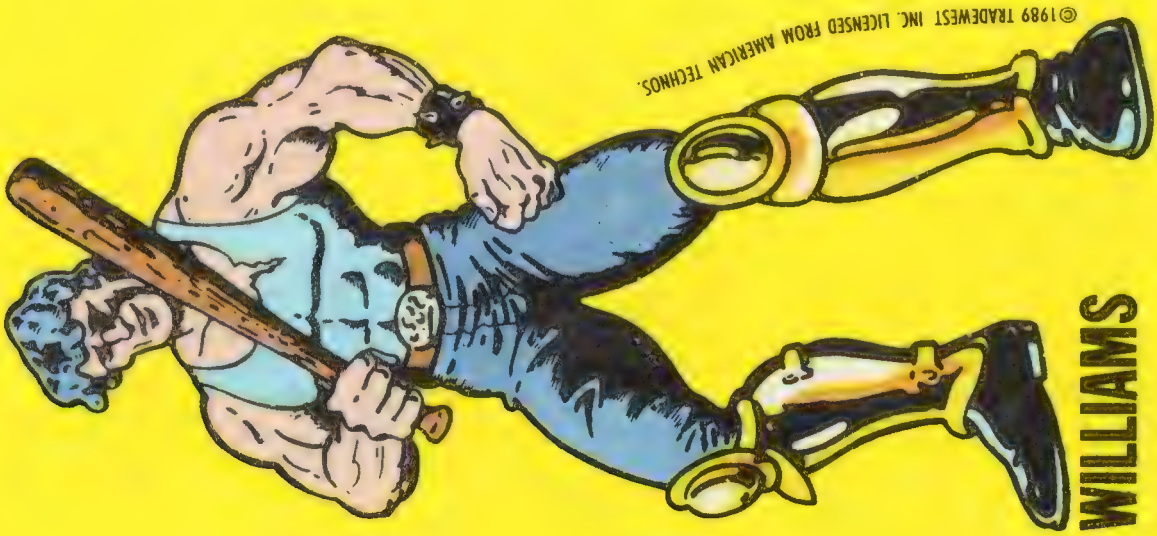

·TOP·SECRET·TIPS·

— SUPER MARIO BROS. 2 ™ —

Scampering up and down vines is the amazing Hoopster! If you manage to jump onto his head, you'll win a free ride.

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·TOP·SECRET·TIPS·

— ZELDA II:™ THE ADVENTURE OF LINK™ —

Inside the castle mazes are a series of locked doors. You'll need keys, but you'll have to fight Stalfos for them. Good luck!

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·TOP·SECRET·TIPS·

— SUPER MARIO BROS.® —

You'll gain more points the higher you jump on a flagpole. Try accelerating first, then jump for all you're worth!

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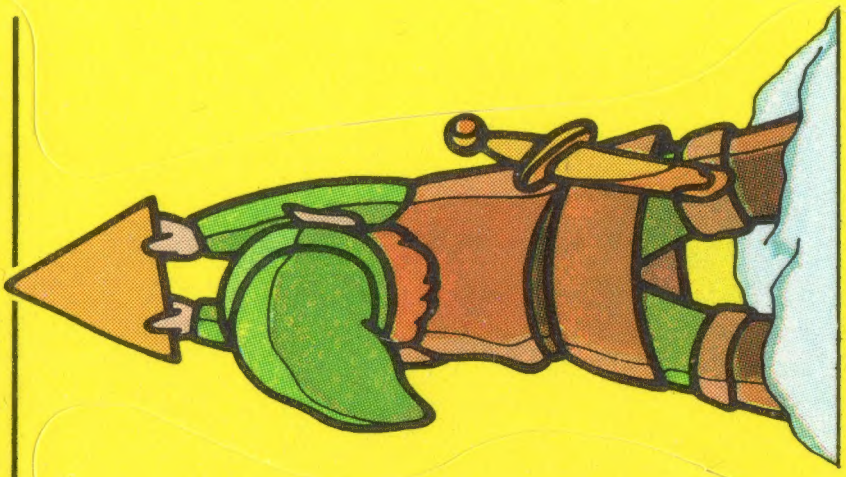
The Legend of ZELDA®



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•TOP•SECRET•TIPS•

— THE LEGEND OF ZELDA® —

Press the Select button quickly after giving the Goriya your bait. Then hit Up, A, and Continue; you'll beat the Goriya and still have the bait in your inventory.

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TOP SECRET TIPS

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